

POLITECNICO DI MILANO



SONA

GAME DESIGN DOCUMENT

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# 1 Overview and vision statement

## 1.1 Introduction

Sona is a third person 3D game for PC/Mac where you're asked to find out a way to escape from a place you don't know and where you're locked in. Use your super powers and your mind to avoid guards, solve puzzles and discover all the secrets that cover the entire game.

## 1.2 Description

Jack wakes up in a dark room he never saw before. Two strangers are staring at him curiously. They are Charlie and Hannan. Brother and sister. Like Jack they woke up in that room without remembering anything. Charlie's 14 while Jack and Hannah are both 18.

The two siblings aren't common people: Charlie has the incredible power to pass through the walls while his sister is able to become invisible. Jack can't believe it.

He starts asking himself who Charlie and Hannah are and why do they have superpowers? Can he trust them?

Jack glimpses a dim light at the end of the room. It has the shape of a door, it's a door. It's locked. Why are they locked in? How can they escape from it? Who wants them to be there and why?

## 1.3 Genre

Sona is a third person 3D puzzle/adventure game

# 2 Audience, platform, and marketing

## 2.1 - Target audience

## 2.2 Platform

Sona is designed to be played on a PC or Mac using keyboard or a joystick.

## 2.3 ? Key features

1. **Superpowers:** characters have superpowers that player can use to interact with the world and other characters.
2. **Multi-characters:** Player has the possibility to control three different characters, one at a time, and use their abilities to solve puzzles. Let characters cooperate together to manage to find a way to escape.
3. **Interesting story and mysteries:** during the game, player will find out little by little what happened to Jack, Charlie and Hannah: where they are and why, how to escape, etc...

## 2.4 - Feature comparison

## 3 Gameplay

### 3.1 Overview

Find out a way to escape from a place you don't know and where you're locked in. Use your super powers and your mind to avoid guards, solve puzzles and discover all the secrets that cover the entire game.

### 3.2 - Gameplay description

### 3.3 Controls

#### 3.3.1 Interfaces

- Main menu:
  - "Start new game"
  - "Load Game"
  - "Select Level"
  - "Settings"
- Settings:
  - "Music volume"
  - (Language)
  - (Controls)
  - (Video)
- Pause screen:
  - "Resume"
  - "Restart from last checkpoint"
  - "Settings"
  - "Quit"
- Game UI:
  - Change character
  - Character movement
  - Use power
  - Call mates (quick press: call nearby characters, long press: call all characters)
  - Collect/Discard item
  - Use item
  - (Jump)
  - Camera movement
  - Pause

### **3.3.2 Rules**

1. If a guard reach you, you loose and restart from last checkpoint
2. If a guard see you, he/she starts to chase you
3. If an alarm rings all guards move into the room the sound come from
4. Characters power:
  - Invisibility: invisible to all characters and environment elements (cameras). "Call mates" deactivated. Usable for a limited amount of time.
  - Dash: move you forward of a fixed distance with the restriction that you have to see the destination. During the movement you are able to avoid any obstacles but you can be seen.
  - Slow down time: for a limited amount of time you can slow down time. Only the character using the power maintain the same speed.

### **3.3.3 Scoring/winning conditions**

At least one character reaches the end of the level

## **3.4 - Levels**

### **3.4.1 - Tutorial / Level 1**

### **3.4.2 - Intermediate level**

### **3.4.3 - Final level**

## **3.5 - Flowchart**

## **4 Characters**

### **4.1 Player characters**

#### **4.1.1 Jack**

He's a normal human at the beginning but he'll start to develop superpowers during the intermediate level. He will be able to control time, slowing down all things around him.

#### **4.1.2 Hannah**

Hannah is one of the two survivors who developed superpowers, in fact she has the ability to become invisible. Player can active her power by pressing a button. She stays invisible for a maximum of X seconds (example, 5 seconds) or until player repress the button.

#### **4.1.3 Charlie**

Charlie is the other survivor with powers: he can transport himself few meters forward going through every obstacle he encounters. Press a button to active his power.

### **4.2 Non player characters**

#### **4.2.1 Dr. James Dertham**

He's the scientist working at SONA project. He put Jack, Charlie and Hannah in a dark room inside a navy lab to study their bodies and their abilities in order to find a way to replicate the effects of his bomb on other people.

#### **4.2.2 Guards**

These characters oversee all corridors of the navy lab and try to stop Jack, Charlie and Hannah in their attempt to escape.

## 5 Story

### 5.1 Synopsis

Dr. James Dertham is a scientist who's working on a new kind of radioactive bomb for U.S. navy in a project called SONA. During a test, the explosion accidentally hits some civilians killing all of them except for young people. Two of them (Charlie and Hannah) starts to develop superpowers. Dr. Dertham immediately understands the potential of his creation: if he would be able to replicate its effects on other people he would surely become famous and rich.

He decides to prison all the survivors in order to monitor their behaviors and to transport Charlie, Hannah and a random survivor (Jack) on the navy lab, a ship in the middle of the ocean, to study their bodies and find out the reason of their superpowers.

### 5.2 Complete story

Jack wakes up in a dark room with Charlie and Hannah staring at him. They tell him that they don't know, like Jack, why they are there, but they discovered to have superpowers once awake. Jack has no superpower at the beginning, but during the course of the game (intermediate level) he would starts to develop one. In the final level the three guys reach Dr. Dertham office where they find a recorder and some blueprints. They found out the reason why they are there, who put them there and all the story behind Dr. Dertham and the SONA project. While Jack and Hannah are listening to the recorder, Charlie opens a door who brings them to the bridge of a ship. They understand that they are on a ship in the middle of the ocean and the game stops here.

### 5.3 - Backstory

### 5.4 ? Narrative devices

- Come fa Jack a scoprire il potere?
- The recorder

### 5.5 - Subplots



## **6 World**

**6.1 - Overview**

**6.2 - Key locations**

**6.3 - Travel**

**6.4 - Mapping**

**6.5 - Scale**

**6.6 - Physical objects**

**6.7 - Weather conditions**

**6.8 - Day and night**

**6.9 - Time**

**6.10 - Physics**

**6.11 - Society/culture**

## **7 Media list**

**7.1 - Interface assets**

**7.2 - Environments**

**7.3 - Characters**

**7.4 - Animation**

**7.5 - Music and sound effects**